



Issue 1

I magination and C reation with T echnology

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Welcome to Issue 1

There is so much available for teachers on the internet, but where do you start looking, and when do you find the time?

Imagination and Creation with Technology aims to help you with that.

Each issue will provide you with links to high-quality, free resources for planning, teaching, learning and professional development.

Rather than bombard you with long lists of sites, *ICT* will offer you a manageable number of websites, software and information then give you time to absorb and apply them between issues.



Your input to the newsletter is more than welcome!

If you found a resource you'd like to share, email it for inclusion in the next issue. If you'd like to share something you've been doing with a featured website, software or hardware, email me the details.

We also have a blog for this newsletter, [ICT in the Bowl](#). You can access this via the 'learning tools' tab in the portal. Join the in the discussion on the resources highlighted each issue.

If you received this newsletter via your email, you are also a member of the blog.

WEBSITE...

PROFESSIONAL DIALOGUE AND NETWORKING



Yammer © 2011

Yammer is a social network, very similar to Facebook. It is used for communication between members of an organisation or company.

NSW DET has set up a network on Yammer, solely for communication between its employees.

As of last week, the NSWDET yammer had 10,000 members from all areas within DET. Some of those members are setting up their

own groups or communities in specialist areas including K-6 Numeracy, IWBs, ESL teachers and many more.

Yammer is a great opportunity for professional dialogue, problem solving, networking and collecting resources.

Dialogue between a wide range of DET employees is often restricted by hierarchy and physical distance.

Yammer removes these obstacles and opens the channels of communication to everyone.



WEBSITE...

SUMDOG MATHS GAMES

Sumdog is a free website, similar to Smart Kiddies (now called Study Ladder) for Stage 1, 2 and 3.

It provides simple games based on the four operations. There are basic levels suitable for infants classes, and older students can increase the difficulty as they master the skills.

Teachers can sign in and add individual students or the whole class. Students then receive a username and password to access the site either at home or school.

You can view graphs of results for individual students, as well as the number of students

participating daily. More detailed results are available with a subscription, but there is ample information on the free service.

Sumdog allows you to set challenges, choosing the operations, games, levels and duration.

For example, you might like your class to practise times tables for homework. Simply log in and create a challenge or competition between members of your class.

Punchbowl PS is registered with Sumdog, and your registration will be accepted as soon as possible.

**Please do not attempt to register yourself then have your class use the site in the same session, as the teacher registration process is not immediate.*

ARTICLE...

TEACHING ONLINE

The prospect of introducing an online component into your teaching can seem quite daunting. Even teachers who have computer skills that are adequate for word processing and emailing find that they have a lot to learn when they start teaching online.

So, where do you start? The first thing to do is to sort out your expectations, and write them down. Your expectations will relate to *why* you want to introduce computers and the internet into your class, for example:

- the availability of interesting resources online
- improved cost-effectiveness (not only for program providers, but for students) that may result from going online
- the hope that going online will help students overcome fears about computers and develop a range of new skills
- the wish to conduct classes that are more self-paced and self-directed, with you in the role of facilitator
- the expectation that online delivery will increase flexibility for you and your students.

The second suggestion for starting is to just start somewhere, and keep what you do simple. You could start with any of the following:

- during class-time, get students to download and use information from a CD or website
- ask students to locate the best website for a particular topic and post the address to a forum before they come back to class next week
- make existing resources, such as an ANTA Toolbox or information provided by a textbook publisher, available on CD as background material, and set tasks that require use of this material
- get help to create your own simple website which includes basic information that students will need to refer to, and has links to information-rich sites
- ensure that students have your, and each other's, email addresses
- use group tasks that require discussion between classes, either by email or, preferably, using the chat facility available on a number of sites

Read the full article [here](#)

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"The...suggestion for starting is to just start somewhere..."

DET



WEBSITE...

COLLABORATIVE WORD PROCESSING

Sync.in is a free online word processor that allows collaborative editing.

It is a simple interface with basic formatting functions. *Sync.in* can be exported as a text file, then, if necessary, it can be transferred to MS Word for further formatting.

All typing is auto-saved quite often, and all entries into the document are displayed in different colours.

The Timeslider feature allows you to play back an animated version of the document's growth.

No sign up is necessary, just open a document and share the link with other users you want to collaborate with.

Sync.in would be ideal for cooperative planning, training sessions, joint writing, brainstorming and note-taking.



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WEBSITE...

AUTISM GAMES- WHIZKID

"Autism Games is a collaboration between Swinburne University's Multimedia Design Program, Bulleen Heights Specialist School, Swinburne Autism Bio-Research Initiative (SABRI) and the National eTherapy Centre (NeTC)."

The Whizkids site contains 16 simple games to teach living skills. Dressing for the weather, emotions, eye contact, non-verbal communication and more are addressed through bright, simple games.

Specifically designed for children with Autism, Whizkids is also suitable for mainstream preschool, kindergarten and year 1 students.

It would be an ideal resource to use in a 'buddies' situation with an older class helping and discussing the choices.

